



Area 5



Area 2

Area 3

The Rite of Wong

By Duncan Peel

Scenario Background

In years past, the mediocre wizard known as Sheridan Delilah Wong enchanted many young maidens with his beauty and exceptional personal hygiene. So legend says, anyway...

But not one week ago a portrait was discovered, along with diaries and other personal effects. It seems that Wong the Beautiful was not so desirable after all. Surely an uglier man was never depicted on canvas! He was truly vile, not to mention rude and obnoxious. The authenticity of these incredible documents has been assured, and within them lies the truth! The Rite of Wong! Sheridan Wong, after many years of study, made a pact with demons to the effect that whosoever bears the Gong of Wong and correctly conducts the Rite of Wong will, until death, be the most despicable member of their species. Incredible! The lengths some people will go to.

As word of this discovery begins to leak to the public, the current King contacts you.

"My agents have traced the Gong of Wong to its current resting place, a creepy and monster-infested dungeon to the south. I charge you fine heroes with its recovery. Would you like some sultanas?"

And, so enlisted, you begin your quest...

Mission Goals

The heroes are to return the Gong of Wong to town, if they manage this, they win.

The heroes start with 5 conquest tokens, if they ever reach zero, the Overlord has won.

Area 1

Your arrival in the dungeon is met by the chattering of demented skeletons lying in wait in the darkness...

Area 2

It looks like this area may once have been a meeting hall of some kind. Now it serves only as a den for some fiery hellhounds and the animated corpses of some long-dead victims.

Area 3

The razorwings must have established a breeding colony down here long ago, before the dungeon became cut off from

the surface. Decades of isolation has failed to make them any friendlier though.

As the giant begins to move, they screech in fear and swoop in to attack you.

Area 4

The manticore and the naga have obviously come to some form of alliance to have collected and protected such a hoard. It's not clear who is in charge, but they seem less than eager to allow you to take their treasure.

Area 5

The corridors seem deserted. You step quietly, expecting some surprise attack, but nothing comes yet... The three doors appear to be well used.

Area 6

At first you fail to notice the giant, so covered in webs. As he rises, keen to taste bipedal flesh, tiny spiderlings go scurrying from his clothes, looking for new places to hide and stay warm.

Area 7

The two ogres are engaged in some dice-based game... "Ahn gunna uppen da door an chop wuttevaz inside!" Says one.

"Ukkay, inside da room is a oger."

"Ahn gunna chop im!"

"Ehs not gut a weppun."

"I mite be idden! Ahn gunna chop im ennywayz!"

"Ukkay, but ee looks like ee mite ave summerk to say to ya..."

"It mite be a spell! Ahn gunna chop im extra ard! In da face!" Finally, the ogres notice you sneaking up on them and defend themselves.

Area 8

Past the dragon, you can see a golden amulet; the Gong of Wong! Finally!

Important: Any hero can pick up and carry the Gong of Wong in the same way as a potion. It will occupy a potion space either on the hero's person, or in their pack.

Any monster may pick up the Gong of Wong for one movement point if it is not held by another figure and the monster in question occupies the same space as the Gong of Wong.

Any figure may pass the Gong of Wong to an adjacent figure at a cost of 1 movement point.

If the heroes win, read the following.

You return to the King with the Gong of Wong and, as a reward, the King allows you to watch the ritual. Soon after, you make new and stimulating careers within the kings harem. Well done, you succeeded in dooming the entire kingdom to an age of financial suffering and hippyish nonsense. It was better than the alternative.

If the heroes lose, read the following. Laugh at them.

You decide to lie and tell the currant King that the Gong of Wong isn't there. Losers.